PITSTOP II ™

PITSTOP II is the first racing game that brings you the thrill of battling an opponent, the excitement of fighting for the lead out of the pits, and the suspense of struggling to be the first out of the pits. Realistic first-person graphics and a split-screen display allow you and another player to experience the challenge of auto racing head-to-head. The challenge of true competitive action.

This is racing. The way it's supposed to be. You can't relax when you take the lead, because you know he's right there behind you. Will he try to pass you in the hairpin turn? Or do you think he'll wait for the next straightaway? Six of the world's toughest race tracks are waiting, from Brands Hatch and its hairpin turns to the mile-long straightaway of Vallelunga. You can practice against the computer — but nothing will compare to the fun of racing against another person. That's the whole story behind PITSTOP II. It's simple — auto racing was never meant to be a solo sport.

Objective

Winning each race requires strategy, determination and guts. Drive as hard as you can, but keep an eye on your tires and the fuel gauge. You may find that you can build a lead by wearing out your tires, then lose the race because you have to make an extra pit stop. Your objective is to balance speed against fuel consumption and tire wear — to spend as much time on the track and as little time as you can in the pits. The player who makes the fastest pit stops usually has an edge in winning the race.

Getting Started

Cassette:
After playing Impossible Mission take a note of the counter reading before loading Pitstop II. This will enable you to find the program as long as you ensure the tape counter is set to zero before you commence Impossible Mission.
● Press SHIFT and RUN/STOP keys together. Press PLAY on the cassette recorder.

Disk:
● Set up your Commodore 64™ computer as shown in the owner's manual.
● Plug your joystick into Port 2. For two players, plug the second joystick into Port 1.
● Turn the computer and the disk drive On.
● Insert your PITSTOP II disk in the disk drive.
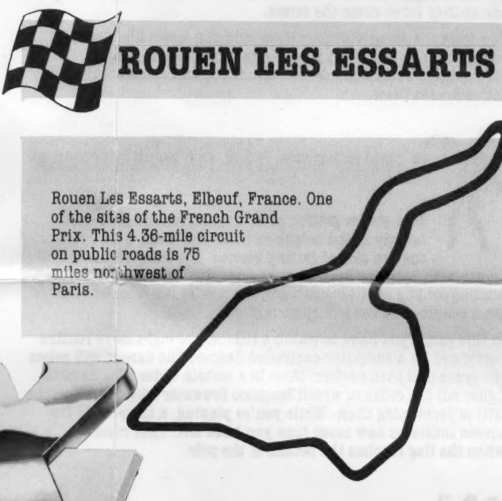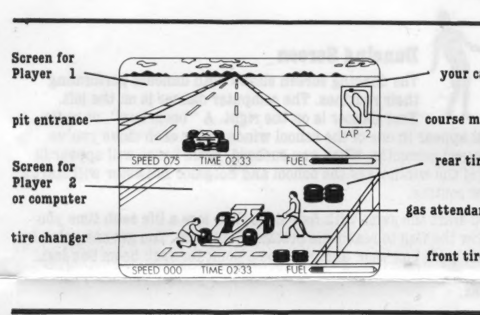● TYPE LOAD "*",8,1 and press the RETURN key.

Starting Play

After the game has finished loading, a menu screen will appear, displaying the options available in PITSTOP II. You can select the number of players, choose any single race track or try your skill at the grand circuit.
● Push the joystick up or down to move up or down the menu.
● Push the joystick right or left to change an option
● When you are satisfied with your choices, select 'START THE RACE' and press the fire button.

Controls

1. Steering: Use the joystick to steer your car while on the track.
2. Speed: To accelerate, push forward on the joystick. To apply the brakes, pull back on the joystick. For additional acceleration, press the fire button to engage the 'turbo boost'.
3. Pit Crew: Use your joystick to move the steering wheel cursor to the crew member you wish to control. Press the fire button to activate the crew member, then move him with the joystick. To use another crew member press the fire button to disengage cursor, then reposition the cursor with your joystick. Press the fire button again to engage the other crew member. To leave the pits, position the cursor over your driver and press the fire button.

Racing

When it's race time, PITSTOP II changes to a split screen display with two views of the race track. The upper half of the screen is player one's display. Player two (or the computer) uses the lower half of the screen.

The map: Out on the race track, it's important to keep track of three things — you, your opponent and the pits. Use the course map located at the right of the screen to determine your position and the distance to the pit. You can see your opponents position on his course map.

Tires and fuel: Keep an eye on your fuel supply and tire wear, because you'll need to make a pit stop when your fuel is low or when your tires are worn. Your fuel indicator is located at the bottom of your half of the screen. You will use more fuel at higher speeds — so if you want to make fewer pit stops try a slower speed.

Tire wear is indicated by the colour of your tires: they start black and change to lighter colors as tire wear accumulates — they finally turn white at the last stage before a blowout. Tire wear is caused by taking corners at high speed bumping into other cars and hitting the side of the road. Once a tire turns white, even the slightest bump can cause a blowout and put you out of the race.

The pits: The entrance will appear on the LEFT side of the track as you approach the pits. To enter the pits steer your car into the entrance. Races can be won or lost in the pits, so don't waste a second. To refuel, move the crew member with the hose to the gas intake at the side of your car. Watch your fuel indicator — if you overfill, the tank will empty and you'll have to start over again!

To change tires, move your second crew member to a worn tire — after he grabs it, hurry to the correct stack of new tires. The stack near the rear of your car has rear tires, and the stack near the front of your car has front tires. Once you pick up a new tire, move back to the car and mount it. To leave the pits, move the cursor over your driver and press the fire button. Be sure crew members are away from your car.

Grand Circuit

For an additional challenge, select the GRAND CIRCUIT on the game menu. Here you'll race all of the tracks in succession, building points according to how you finish each race. After the last race, the driver with the highest point total is considered the World Driving Champion.

Scoring

After each race, the final standings list the order of finish, laps completed and racing times. Also listed is the number of points awarded to each driver, according to the order of finish. When you race the GRAND CIRCUIT, the championship will go to the driver with the highest point total for all six races on the circuit.

Continuing Play

When a race is over, press the fire button to play again. In addition, you can restart the game at any time during play by pressing the RESTORE key.

🏁 BRANDS HATCH
Farmingham, England. The 2.65-mile road course is one of the sites of the British Grand Prix, and is located 20 miles northwest of London.

🏁 HOCKENHEIM
Hockenheim, Germany. A 4.8-mile road circuit which serves as one of the sites of the German Grand Prix. It is located nine miles southwest of Heidelberg.
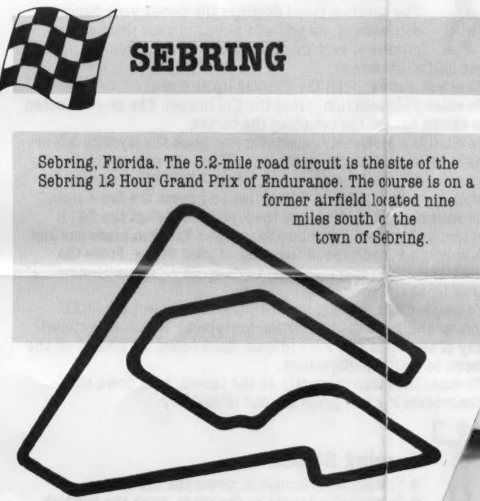
🏁 SEBRING
Sebring, Florida. The 5.2-mile road circuit is the site of the Sebring 12 Hour Grand Prix of Endurance. The course is on a former airfield located nine miles south of the town of Sebring.

Screen for Player 1

your car
pit entrance
course map
SPEED 075   TIME 02:33   FUEL
rear tires

Screen for Player 2 or computer

gas attendant
tire changer
SPEED 000   TIME 02:33   FUEL
front tires

🏁 ROUEN LES ESSARTS
Rouen Les Essarts, Elbeuf, France. One of the sites of the French Grand Prix. This 4.36-mile circuit on public roads is 75 miles northwest of Paris.
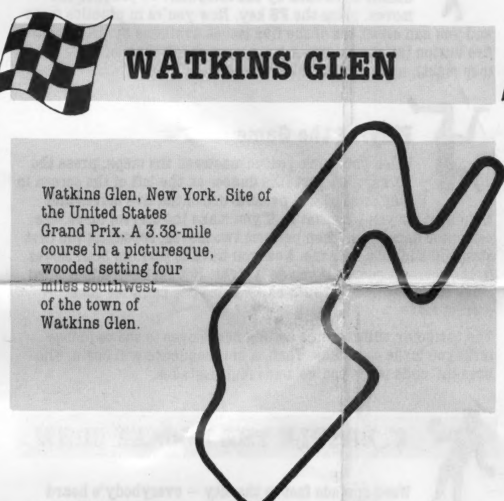
🏁 WATKINS GLEN
Watkins Glen, New York. Site of the United States Grand Prix. A 3.38-mile course in a picturesque, wooded setting four miles southwest of the town of Watkins Glen.
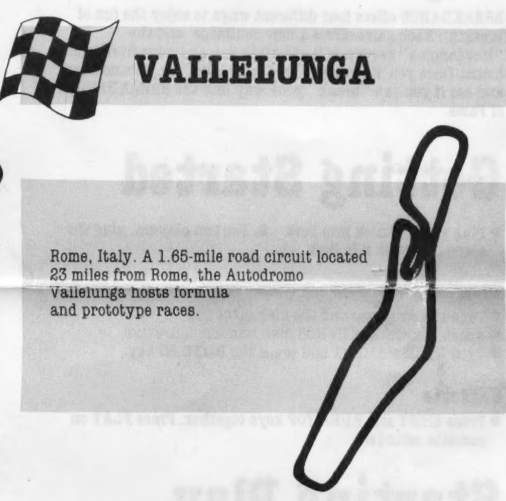
🏁 VALLELUNGA
Rome, Italy. A 1.66-mile road circuit located 23 miles from Rome, the Autodromo Vallelunga hosts formula and prototype races.

SUMMER GAMES

Experience the power, the glory, the thrill and the challenge of the world's greatest athletic competition: the SUMMER GAMES!

The awe-inspiring OPENING CEREMONY focuses on 3,000 years of noble tradition as you proudly look on, ready to give your very best to honour your country.

This is the moment you've worked and trained so long to achieve, to test your skill under pressure against the best of the world's athletics. You will try to excel in a whole spectrum of sports events — in track and field, swimming and diving, gymnastics and skeet shooting.

Boldness. Skill. Strategy. Determination. The marks of the true champion. If you are victorious, you'll receive the champion's prize — the coveted GOLD MEDAL — before the cheering multitude. Your triumph might even go down in history as the greatest, personal performance ever!

Seize the moment!
Prepare for the ultimate challenge!
Taste the fruits of hard labour!
Give it your best and GO FOR THE GOLD!

Objectives

SUMMER GAMES offers a variety of sports competitions for 1 to 8 players. It challenges you with eight realistic events in swimming, track, gymnastics, skeet shooting, pole vault, and diving.

Represent one of 18 countries as you compete in each event. Try to win the most medals for the whole line-up of events! SUMMER GAMES keeps scores, provides judges, and awards medals to the winners.

As you get better, try to break 'World Records' and set new performance standards. SUMMER GAMES even saves the names of record holders and displays them on a special screen.

So, get in shape and try to beat the best. The whole world is watching you!

Getting Started

Cassette
When loading the cassette for the first time it must be loaded with the label side up. The cassette is recorded with four events on one side and four events on side two. You will be prompted when to load side two. Because the cassette files are sequential if you want to load an event which is before the point you are at on the tape you **must** rewind the tape before attempting to load it. For example; if you have loaded and played the 100-Metre Dash then to load and play the Pole Vault the cassette must be rewound and positioned before the Pole Vault. It may help on positioning the tape if you zeroise your tape counter after loading the main menu and make a note of the counter readings for each event on both sides of the tape. The order of the events on the tape is as shown on the main menu. To load the cassette: Insert the cassette label up, rewind and Press SHIFT and RUN/STOP key together. Press PLAY on the cassette recorder and the tape will load.

Disk
Set up your Commodore 64 as shown in the Owner's Manual. Remove all disks from the drives. Plug your joystick into Port 1. Turn the computer and disk drive ON. Insert the SUMMER GAMES disk into the disk drive. Type LOAD "*",8,1 and press the RETURN key.

Starting Play

A spectacular opening ceremony welcomes you to the International SUMMER GAMES. A runner arrives to light the traditional flame and white 'peace doves' are released over the stadium.

After the opening ceremony a menu screen offers you a choice of six options. To make your selection, use your joystick to move the cursor to your choice, then press the Fire button. Or type the number key of the option you want.

OPTION 1: COMPETE IN ALL THE EVENTS
Players compete in the complete series of events, in this order: Pole Vault, Diving 4 x 400-Metre Relay, 100-Metre Dash, Gymnastics, Freestyle Relay, 100-Metre Freestyle, and Skeet Shooting.
● Players will first be asked to enter their names and pick their countries.
● Type your name on the keyboard and press RETURN to enter.
● Push the joystick to move the cursor to one of the flags, then press the Fire button to pick that country. (If you just want to hear the anthem type: S).
● Repeat name and country selection for each player. When all competitors are finished, press RETURN.
● A verification screen will appear. If all names and countries are correct, select YES with the joystick and press the Fire button, or type: Y. To delete names and start again select NO or type: N.

OPTION 2: COMPETE IN ONE EVENT
● Similar to OPTION 1, but you only compete in the event you pick.
● Use the joystick to choose the event, then press the Fire button or just type the key matching the number of the event (1-8).

OPTION 5: PRACTICE ONE EVENT
● Use the joystick to choose the event, then press the Fire button or just type the key matching the number of the event (1-8). NO SCORING RECORDS ARE KEPT DURING PRACTICE ROUNDS.

OPTION 4: NUMBER OF JOYSTICKS (1 or 2)
● Select 1 or 2 by pressing the Fire button or type 4.
● If you only have ONE JOYSTICK, plug it into PORT 2 and SELECT 1.
● If you have 2 JOYSTICKS, plug them both in and SELECT 2. This will let two players compete head to head in the swimming and running events.
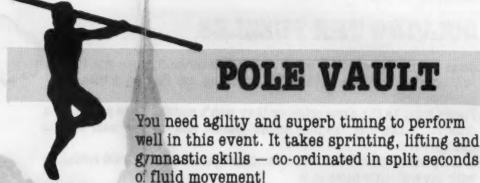
OPTION 5: SEE WORLD RECORDS
● Displays the highest score recorded in all events, with the name and country of the player who achieved it.

OPTION 6: OPENING CEREMONIES
● Repeats the opening ceremonies.

The Games

POLE VAULT
You need agility and superb timing to perform well in this event. It takes sprinting, lifting and gymnastic skills — co-ordinated in split seconds of fluid movement!
● The display along the bottom of the screen shows the competitor's name and country, the bar height, and status messages.
● The bar height is initially set at 4 metres. A status message will ask, "TRY THIS JUMP?"
● If you wish to compete at that height, push the joystick forward to answer "YES". Or pull the joystick back to answer "NO". The next player then gets the same option.
If all the players decide not to jump, the bar is raised and the question is asked again.

Note: Competition CAN begin at any height up to 5 metres. When the bar is raised to 5 metres, competition MUST begin before the height is increased.

● After you accept a bar height, a status message asks you to "SELECT POLE GRIP". Use the joystick to select your grip.
● Forward for HIGH.
● Left or right for MEDIUM.
● Back for LOW.
(The high grip can give you more height, but low grip is easier to use for low jumps.)
● When the status message says, "READY TO JUMP".
● Press the Fire button to start running towards the bar.
● Pull the joystick BACK to plant the pole in the vault box (which appears as a dark notch in the landing pat).
● Push the joystick FORWARD to kick up and flip over the bar.
● Press the Fire button to release the pole.
Timing is critical in this event. You can fail to clear the bar if you:
● Plant the pole too soon or too late (missing the vault box).
● Release the pole too soon (losing control) or too late (letting the pole fall against the bar).
● You get three attempts to make a successful vault at each height. The successive failures eliminate you from competition in this event.
● After each round, the bar height is raised.
● The winner of this event is the last player to be eliminated.
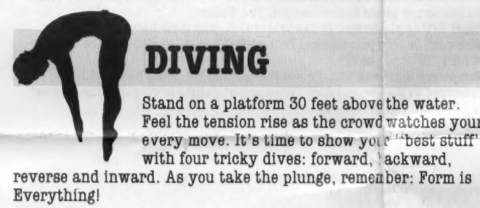
DIVING
Stand on a platform 30 feet above the water. Feel the tension rise as the crowd watches your every move. It's time to do your "best stuff" with four tricky dives: forward, backward, reverse and inward. As you take the plunge, remember: Form is Everything!
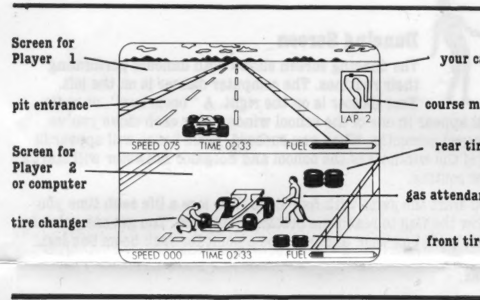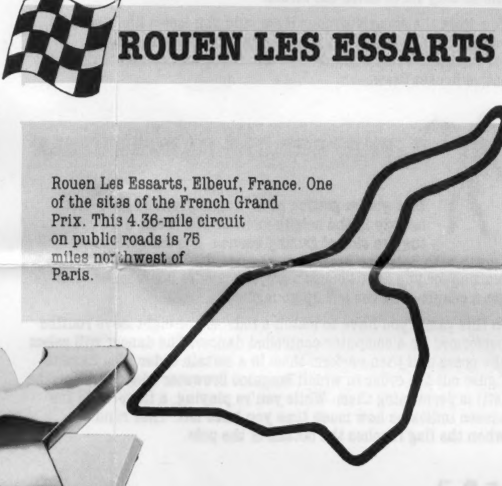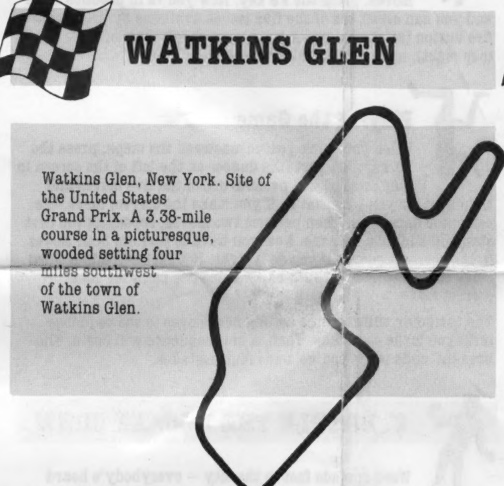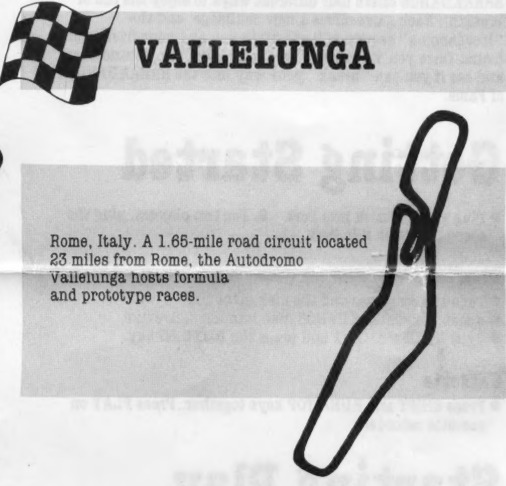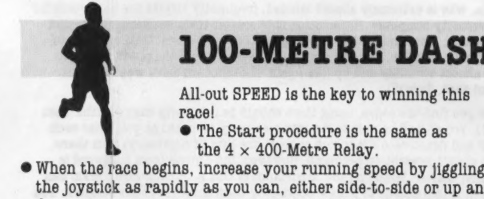● Press the Fire button to take off from the diving board.
● Use the joystick to control your body position and rotation speed.

Push the stick:
● RIGHT for a full-tuck position, the fastest rotation.
● BACK for a pike position, the second-fastest rotation.
● LEFT for a half-pike position, and slower rotation.
● FORWARD for a layout position, and the slowest rotation.

● After every dive, the judges' scores appear in boxes across the centre of the screen. A dive is considered perfect (for a score of 10 points) if the body enters the water vertically and fully extended, either head- or feet-first. Any deviation from this ideal entry position costs you points, with a minimum score of zero.
● A second scoring factor is the Difficulty Rating, based on the number of rotations and different positions achieved in a dive. This Rating starts at 1.0, and can go as high as 4.1, increasing with the complexity of the dive.

● The total points for each dive are calculated by eliminating the high and low judges' scores and multiplying by the Difficulty Rating.
● To get a high score, attempt the most difficult dive you can successfully perform. Easy dives get low Difficulty Ratings; complex dives may earn low scores if they are executed poorly. Remember both of the factors used in scoring this event.
● Three status displays give you this information.
● A DESCRIPTION screen names the next dive you are to perform.
● A DIVE RATING screen indicates the score for your performance.
● A CURRENT STANDINGS screen shows the total points won by all the competitors in this event. Press the Fire button to change screens.
● The winner of this event is the competitor who scores the most points for the four dives.

4 x 400-METRE RELAY
It takes speed, pacing, AND perfect teamwork from all four runners on your relay team to win this exciting race. Be sure to watch their vital signs closely — a collapse could be a disaster.
● Press the Fire button to set your first runner at the starting line.
● When both runners are in place, watch the countdown: "MARK...SET...". The starting gun fires. "...GO!"
● Move the joystick to the RIGHT to start running.
● A false start means the countdown begins again. Be careful — two false starts disqualify you.
● Move the joystick to control your runner's speed.
● CENTRE for normal burning.
● LEFT for "coasting".
● Pacing is crucial in this event, so watch the gauge at the bottom of the screen to monitor your runner's energy reserves. When the bar is long and white, your runner has plenty of energy. As the bar disappears your energy is depleted.
● Control your runners' speed to move them as fast as possible without becoming exhausted. They lose energy while sprinting and regain it while "coasting".
● If a runner tries to sprint with little or no energy left, his performance will drop off sharply. Make the runner coast to reduce his speed and regain energy (but don't let him fall too far behind!)

100-METRE DASH
All-out SPEED is the key to winning this race!
● The Start procedure is the same as the 4 x 400-Metre Relay.
● When the race begins, increase your running speed by jiggling the joystick as rapidly as you can, either side-to-side or up and down.
● The winner of this event is the runner who crosses the finish line with the best time.

GYMNASTICS
This is the supreme test of grace and precision. Strive for a performance of athletic artistry as you vault from a springboard to the horse, then to the floor. The crowd will really appreciate your attention to form!
● Press the Fire button to get set.
● Release the button to start your run.
● Press the button again to jump onto the springboard.
● You will get a more powerful vault nearer the edge of the board. Jumping too soon or too late will make you miss the board entirely, and you will have to start again. A second miss will disqualify you from the round.
● Hold the joystick RIGHT or LEFT as you leave the springboard to perform a 180° axial body twist. The manoeuvre increases the difficulty of your performance and makes a higher score possible (if you successfully complete your attempt).
● Press the Fire button to push off the horse. The most powerful push off occurs when the body is nearly vertical.
● In the air, move the joystick to control body position and rotation speed.
● FORWARD for a full-tuck position, at fast rotation.
● CENTRE for a layout position, at medium rotation.
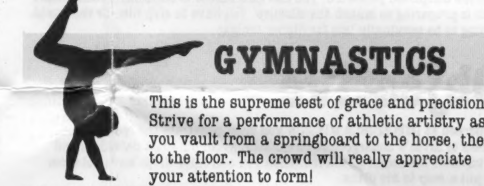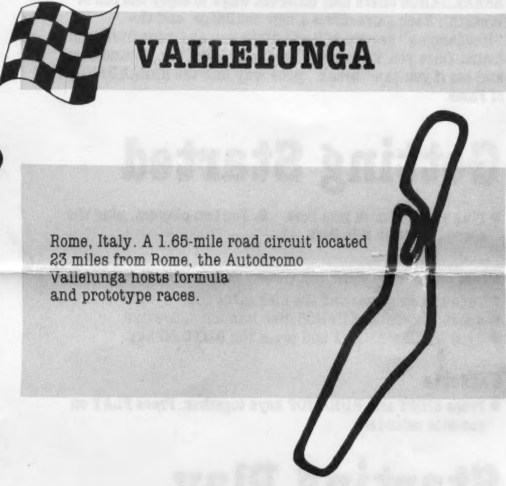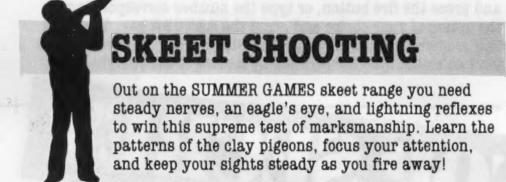● BACK for a landing position, at slow rotation. You must be in this position for a correct landing.

● Each of your runners has a different amount of stamina. Learn their individual traits in order to decide how to control their pace.
● All runners tire more quickly in the first part of their "leg" (or turn) than they do in the second part. Runner one can't regain his energy as fast as runner four can, while runner two loses energy faster than runner three.
● To pass the baton, press the Fire button. Time the pass for the moment when both runners are close to each other, otherwise you'll lose precious seconds while your progress stops.
● When your fourth runner crosses the finish line, your race time will appear in place of your name.
● The winner of this event is the team with the best time.

● The scoring is based on both execution and difficulty, and is displayed after your landing.
● EXECUTION is considered perfect if you land completely upright on your feet. In a near-perfect landing, you take a step. Use the joystick to straighten up, by pushing it in the opposite direction that your gymnast is leaning. By making this last-second correction, the landing will be judged successful with only a slight penalty. If your gymnast falls there will be a greater penalty.
● DIFFICULTY is judged by the number of different manoeuvres performed in mid-air. Scores are lowered by poor landings, poor height off the horse and vaults that involve few manoeuvres.
● The highest possible score is awarded for a perfect landing after a 180° twist, with maximum height from the horse, followed by a triple somersault.
● The winner of this event is the competitor who scores the most combined points for two consecutive vaults.

FREESTYLE RELAY
Be ready to spring from your starting block when the countdown reaches "GO". Just a fraction of a second can decide this furious swimming race. It takes power, co-ordination, and strategy to keep your four swimmers ahead!
● Press the Fire button to position your first swimmer at the starting block.
● When both swimmers are in place, watch the countdown: "MARK...SET...GO!"
● Move the joystick to the RIGHT to jump into the water. Don't jump too soon — an early take-off is a false start, and the countdown will begin again. Three false starts disqualify you from the race.
● Press the Fire button every time your swimmer's arm enters the water. This gives you a "power stroke", and speed.
● When your swimmer reaches the far end of the pool, about half way through the section marked with red floats, lean the joystick LEFT for a kick-turn. Turning at just the right time gives you the best head start for your return lap.
● As your swimmer completes the return lap, lean the joystick RIGHT to start your next relay racer. The new swimmer should leave the starting block just as his teammate reaches the end of the pool. If you make this move too early or late, the action stops and you'll lose precious time!
● When your fourth swimmer completes his return lap, the clock displays your final time for the race.
● The winner of this event is the team with the best final time.

100-METRE FREESTYLE
This race is like the Freestyle Relay, except that a single swimmer completes two lengths of the pool. To win this 'swimming-sprint', concentrate on getting a good start and keeping a strong power stroke. Just a split second can be the margin of victory!
● The start, kick-turn and power stroke are controlled the same way as in the Relay event.
● This race is over when your swimmer completes his return lap.
● The winner of this event is the swimmer with the best final time.

SKEET SHOOTING
Out on the SUMMER GAMES skeet range you need steady nerves, an eagle's eye, and lightning reflexes to win this supreme test of marksmanship. Learn the patterns of the clay pigeons, focus your attention, and keep your sights steady as you fire away!
● Move the joystick to aim your gunsight.
● Remember, gravity slowly but constantly pulls the sight downward, so your aim won't stay fixed unless you keep correcting it. This means you can't just set your aim and wait for the target. If you follow a target, the gravity effect is very minor.
● Press the Fire button to release the target from the trap houses at the sides of the range, and again to shoot. You get only one shot for a single target and two shots for a double target. Make them count! One point is scored for each hit.
● Each round of shooting consists of 25 targets. They appear in a standard sequence as you move through sight shooting positions. Positions start from the left, move to the right, and finish at the centre station. Pay attention to the order in which targets are thrown.
● The winner of this event is the shooter who scores the most hits in a round of 25 targets.

Scoring — Awards Ceremony

After every event the names, countries and scores of all competitors are listed in the order they placed. The name of the Gold Medal winner appears at the top of the screen, and his or her country's national anthem is played.

Champion Ceremony

If players compete in all SUMMER GAMES events, a Grand Champion is crowned. The winner is awarded the most medals.

Gold Medal = 5 points   Silver Medal = 3 points
Bronze Medal = 1 point

When all the events have been decided the points are totalled and awarded to the team with the most points is honoured as Grand Champion. This occurs after the Awards Ceremony for the final event.

World Records

The highest score achieved in each event, the name of the player scoring it and his or her country are shown on the World Records screen. If a record is set for an event, the previous record is deleted and the new information appears in its place.

Continuing Play

To restart SUMMER GAMES at any time, press RUN/STOP and RESTORE at the same time on the C64. The program will return to the main menu.

Game Program designed by Randy Glover, Stephen Landrum, John Leupp, Brian McGhie, Stephen Mudry, Erin Murphy and Scott Nelson.

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U.S. GOLD   **EPYX** ™ COMPUTER SOFTWARE

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BREAKDANCE

The Moonwalk. The Back Spin. Up Rocking. All of the greatest breakin' moves are here for you to try.

Match your skills against the computer, compete with your friends...even create your own breakdance dancing routines.

Welcome to BREAKDANCE,™ the game that lets you join in the fun of America's hottest new craze.

From New York to Palm Beach, from Detroit to Los Angeles, everybody's breakin'...and now you can too! Using your joystick, you control a fully animated dancer on your computer screen, poppin' and breakin' through the moves YOU tell him to perform. Choose from five breakdancing songs and try to match the beat of the music.

The crowd is cheering. The boom box is blaring. Are you ready? It's time to BREAKDANCE!

Objective

BREAKDANCE offers four different ways to enjoy the fun of breakin'. Each game offers a new challenge, and the "freedancing" section will entertain you and your friends for hours. Once you've polished your skills, try the "Grand Loop" and see if you can "break" your way into the BREAKDANCE Hall of Fame.

Getting Started

● Plug your joystick into **Port 2.** For two players, plug the second joystick into **Port 1.**

Disk

● Turn the computer and the disk drive OFF.
● Insert your BREAKDANCE disk into the disk drive.
● Type **LOAD "*",8,1** and press the **RETURN** key.

Cassette

● Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on cassette recorder.

Starting Play

After the game is loaded, a menu screen offers you a choice of five games. To make your selection, push up or down on the joystick and press the fire button, or type the number corresponding to the option of your choice and press the **RETURN** key. The game will respond by asking you to enter the number of players. Make your selection with the joystick by moving it left or right, then press the fire button when you're ready, or type the number **1 or 2** and press the **RETURN** key. The computer will then load the game you've chosen. To pause the game, press the **P** key at any time (except in Game 1). To resume play, press **P** again.

The Games

1. HOT FEET DANCE CONTEST

It's only your first day in town, and the local b-boys already want to see your moves. They called you to a street corner dancing battle, no less. The hottest breaker in the neighbourhood, Hot Feet, is here and he's ready to go down — he has a lot of juice, but you can beat him if you concentrate and feel the rhythm...so don't get wacked!

Practising

The object of this game is to repeat the moves of the dancer controlled by the computer. To practise the moves, press the **F5** key. Now you're in practice mode and you can select one of the five moves available by pressing the fire button (spin) or pushing your joystick left (bop left), right (bop right), up (point) or down (squat).

Playing the Game

When you think you've mastered the steps, press the **F1** key. Hot Feet (the dancer on the left of the screen in blue sweats) will perform one of the five moves and then wait for you to repeat it. If you make the correct move, the computer dancer will then perform two moves, repeating the first step and adding a new one. Now you have to perform both moves in the correct order — if you do it right, Hot Feet will add a third move to the sequence. You'll be awarded one point for each correct move.

The computer will continue adding new moves to the sequence until you make a mistake. Then, a new sequence will begin. The breakin' ends when you've made four mistakes.

2. BATTLE THE ROCKET CREW

Word spreads fast in the city — everybody's heard about the moves you made when you burned Hot Feet. Now, the Rocket Crew has invaded your turf, challenging you to a battle. They're moving down your street, pushing you toward a waterfront pier.

Controls

This game has two screens, a dancing screen and a selection screen. The dancing screen is displayed when the game begins, showing two dancers in a schoolyard setting.

If you can't outdance them in time, you'll fall off the edge of the pier. Yeah, you'll get wet, but that's not the worst part. Taking a dive means you're burned — you'll lose your juice!

You start the game with four lives, and you lose a life each time you fall off the end of the pier. You get one point for each breakdancer you eliminate. You win if you can eliminate the entire Rocket Crew.

The second game pits you against rows of breakers from the other side of town. This time, you'll have to match the moves of each dancer, one by one, before the gang pushes you off the pier at the end of the street. At first, you'll only have to battle two dancers, then three, then four, and finally the moves will get really tough! Can you handle it?

Push the joystick left or right to align your dancer under one of the opposing street dancers, then press the fire button to begin — now you are ready to perform. Control your dancer with the joystick as in the first game (push the stick left, right, up or down, or press the fire button). Watch the moves of the dancer above you and repeat them. If you perform the moves correctly, the dancer will disappear and you can move on to the next one. Each time you reposition your dancer, you must press your fire button to begin. Continue to eliminate the Street dancers one by one as they move down the street.

3. PERFECTIONS DANCE PUZZLE

Now you're getting good. Really good. So good that nobody in the neighbourhood will break with you — they're sick of getting burned. It's time to match moves with Boogaloo Brewster, the one they call the Frog. He's waiting for you at the schoolyard. But you're not worried. You've got a couple of moves left up your sleeve.

In this game, you have to match a four, six or eight move routine performed by a computer-controlled dancer. The dancer will select the poses and then perform them in a certain order. You have to figure out the order in which Boogaloo Brewster (the dancer on the left) is performing them. While you're playing, a figure on the screen indicates how much time you have left. Time runs out when the flag reaches the bottom of the pole.

Selection Screen

The selection screen displays the poses used by the computer dancer in his routine. You try to arrange them in the correct order.

● To select a pose, push the joystick left, right, up or down, or press the corresponding numbered key.
● To enter your selection, press the fire button.
● To change a selection, press the key to move the cursor right and the key to move the cursor left. Then press the corresponding numbered key or use the joystick and fire button to enter a new pose.
● To return to the dancing screen, press the **RETURN** key.

Note: For two players, the second player must use the cursor keys.

Dancing Screen

The dancing screen shows both dancers performing their routines. The computer dancer is on the left. Your dancer is on the right. A "boom box", or radio, will appear in one of the school windows for each move you've guessed correctly. When you succeed, boom boxes will appear in all of the windows of the school and Boogaloo Brewster will start a new routine.

You start the game with four lives. You lose a life each time you allow the flag to reach the bottom of the pole. You get one point for each boom box won, and you lose a point for each boom box lost. You may continue to score points until you have used all of your lives.

4. CHOREOGRAPH YOUR OWN DANCE

The invitation came today. You're going to be in the City Breakdance Festival. This could be the break you've been waiting for, the chance to really show off your perfections. They said you could choose the music, put together your own routine and perform any moves you wanted. Best of all, you'll either get the whole stage to yourself or compete head to head with another dancer!

This is what breakin's all about — in this game, you get to choreograph and control a dancer's performance, selecting moves like the Moonwalk, the Turtle and even the Suicide. You get to choose from five different breakdancing tunes and set the speed of the dancer to match the rhythm of the music. When the game begins, your dancer is standing on a stage, awaiting your instructions. There's no time limit, and you may choose any routine you wish.

Controls

The freedancing game has two screens, a dancing screen and a menu screen. The dancing screen is displayed when the game begins.

● To see the menu screen, hold down the fire button and push the joystick to the left or right.
● To return to the dancing screen, press the **RETURN** key, or select GO DANCE and press the fire button.

Menu Screen

The selection menu displays the moves your dancer can perform. As you add moves to your routine, the number of each move selected will be displayed in the lower half of the screen.

● To select a move, push the joystick up or down.
● To enter your selection, press the fire button. The move selected is shown once at the bottom of the screen.
● To change a previously selected move, push the joystick left or right to reposition the cursor, then make the new selection.
● To return to the dancing screen, press **RETURN** or use the joystick to select the GO DANCE option and press the fire button.
● To save a dance routine, use the joystick to select the SAVE option and press the fire button (or type **5**). Then press one key, **A** through **F**, and type in the name of your dance. Press the **RETURN** key again. You can replace old dances with new ones by saving over them.
● To load a dance routine, use the joystick to select the LOAD option and press the fire button (or type **L**). Press the lettered key of the dance you wish to load. Then select GO DANCE on the menu to start a performance.
● To erase the dance currently on the screen, hold down the **Commodore** key and press the **CLR HOME** key.

Dancing Screen

● To start a performance, press the fire button.
● To change the dancer's direction, push the joystick in any direction.
● To change the dancer's speed, hold the fire button down and push the joystick up to go faster or down to go slower.
● To see the menu screen, hold the fire button down and push the joystick to the left or right.
● To change the music, press any lettered key **A** through **E**.
● To select another BREAKDANCE game, press the **F-7** key.

5. GRAND LOOP

Once you've mastered all four of the games, try the Grand Loop. This option on the BREAKDANCE game menu takes you through all of the games in sequence for added challenge. High scoring players will have their name and score recorded in the BREAKDANCE Hall of Fame when they complete the Grand Loop.

Continuing Play

To return to the BREAKDANCE game menu at any time during play, press the **F-7** key.

Breakdance Glossary

Blackflip:	Dancer flips over backwards. Generally followed by a frontflip.
Backspin:	A move in which the dancer balances his weight on the upper back, and initiates a spin by pushing with his hands or swinging his legs across the body.
Battle:	When dancers challenge each other to a competition.
B-boys:	Breakdancers.
Boogaloo:	Sinuous puppet-style movement involving "popping" and "locking" (see below).
Burned:	Refers to a dancer who has lost a battle ex...: "he got burned".
Crew:	A team or group of breakdancers.
Floorfly:	Also called Swiping. Dancer gets in a push-up position and flips over, finishing in his original position.
Floor Rocking:	Dancer rotates legs in air while carrying his weight on his hands.
Fresh:	Term that describes anything good. The opposite of "wack".
Frontflip:	Dancer does a flip in the direction in which he is facing. Generally followed by a backflip.
Go Down:	Term that describes what happens when dancers begin a battle.
Gyro:	Also called the Windmill or the Helicopter. Dancer rotates continuously on his shoulder with his feet in the air and legs apart.
Hand Spin:	Also called the Hand Glide. Dancer spins on one hand with his body parallel to the ground.
Headspin:	In a headstand position, dancer spins by pushing with his legs.
Heelslip:	Standing erect, dancer puts his weight on one heel and initiates a spin by swinging his leg.
Juice:	Term that refers to a dancer's status; a dancer acquires "juice" by winning battles.
Locking:	Freezing the joints into an unusual position for effect.
Moonwalk:	Popular move in which the dancer slides backward, lifting his feet to give the appearance that he is walking forward.
Perfections:	A dancer's best moves, carefully practiced and perfected.
Popping:	When a dancer freezes a position and pops a joint in and out for effect.
Suicide:	A spectacular flip in which the dancer lands on his back.
Turtle:	Dancer spins with hands on the ground and legs in the air.
Up Rocking:	Dancer rocks back and forth by shifting his weight from one foot to the other.
Wack:	Term that refers to anything bad, usually a move done incorrectly. The opposite of "fresh".

Steps Guide

Step-by-step instruction for actual breakdancing.

MOONWALK

1. Stand with your right foot slightly ahead of your left foot, raising your left heel and bending your left knee.
2. Slide your right foot backward, keeping the leg straight and keeping the foot flat on the ground.
3. When your right foot passes behind your left foot, raise your right heel while lowering your left heel so that your left foot is now flat on the ground. Once the move is complete, your right leg should be bent and your left leg should be straight (the reverse of position 1). Repeat the three steps, alternating feet as you go.

BACKSPIN

1. Sit with your left leg straight out in front of you, and your right leg bent and behind you.
2. Swing your right leg forward and over your left leg, dropping your upper body back onto your left shoulder. If done in a continuous motion, this kick will start you spinning.
3. Now, as you go into your spin, pull your legs into your chest and balance all of your weight on your upper back; keep your head off the ground.
4. You're now spinning! To get everything right — remember, doing moves like these properly takes plenty of practice. As you gain expertise, you can spin faster by holding your legs tighter to your chest.

GYRO

1. Lie face down with your weight on your hands as if you were going to do push-ups. Lift your left arm straight and your right arm bent underneath you. Stretch your legs out behind you, spreading them as far apart as you can.
2. Lean over to the right, and lower your right arm until the elbow is on the ground.
3. Turning your right shoulder underneath your body, kick both legs upward at the same time, keeping them spread apart. Your legs should be in the air and all of your weight should be resting on your right shoulder.
4. Roll over onto your back, keeping your legs about 90 degrees apart.
5. Continue rolling, shifting your weight so that it rests on your left shoulder and right hand. At this point, your legs should still be in the air. Now repeat steps 3 through 5.

FLOOR ROCKING

1. Place your hands on the floor, point your left knee out to the side and bend your right leg underneath you.
2. Twisting your right leg under your body, swing your left leg underneath you and stretch it out to the right.
3. Follow your legs with your body, moving your right shoulder up and your left shoulder down.
4. Now lift your right hand off the ground, bring it over to your right side and place it back on the ground to receive the weight of your body. Raise your left arm and bring your right leg forward, keeping both knees bent.

Confidential:
Agent's Eyes Only!
Officer Courier Only!

1. Subject: Mission of vital importance to national and global security. Operations to begin immediately. Utmost urgency.

2. Situation: During the past three days, key military computer systems around the major world powers have reported security failures. In each case, someone gained access to a primary missile attack computer.

Only one person is capable of computer tampering on this scale:
Professor Elvin Atombender
(hereafter referred to as "Elvin").

We believe that Elvin is working to breach the computers' launch codes. When he succeeds, he plans to trigger a missile attack that will destroy the world.

3. Mission: You must penetrate Elvin's underground stronghold and stop him. To succeed, you will have to evade the scientist's robot guards, break his security code and find the information you need to stop Elvin. Secret agents 4116 and 4124 (may they rest in peace), were able to send back some information about Elvin's installation. It is detailed in the following pages.

Your only weapons will be your analytical mind and your MIA9366B pocket computer. Good luck. The world is depending on you.

Dossier:
Elvin Atombender

Sex: Male Age: 62
Race: Caucasian
Height: 5'4"
Weight: 120 lbs.
Hair: No Eyes: Yes
Traits: Avoids people, hates animals, likes M&M's

Last known picture of Elvin.

Childhood: Elvin was a nice boy — he loathed sports but excelled in mathematics. In school, he loathed sports but excelled in mathematics. At home, Elvin spent most of his time gazing into his computer screen, and this did not prove harmful to anyone, either.

Oh, there was the time Elvin broke into the phone company's computer system and changed the records. Angry at his parents for some real or imagined crime, the playful youngster added a long distance call to their monthly bill. A five-and-a-half hour call to Afghanistan. His parents were tolerant. They were sure he would eventually grow out of his passion for tinkering with other people's computers. "Let him have his fun", his mother would say. To which his father would reply, "Kids will be kids". There was, of course, no way for them to know what the future would bring.

Turning point: It was during his days as a college student that Elvin was transformed from a promising young man into a snivelling evil-doer. He had become obsessed with a new computer game. The game "Giggling Penguin Invades From Outer Space In The Vicinity Of Ursa Minor". (Elvin had always hated penguins from Ursa Major).

The game's score counter went up to 100-billion, and Elvin was determined to "max it out". After playing the game for several days without sleep, he had vaporized enough penguins to pile up 99,999,999,785 points. One more tuxedoed avian and he'd have it.

Intelligence Report

ELVIN'S STRONGHOLD

Cracking a fortune he amassed by raiding the computer systems of various financial institutions, Elvin constructed a vast, underground stronghold packed with computer equipment. There, in seclusion, Elvin spent four years working to breach the security of military computer installations around the world. As you know, he has succeeded.

Our computers estimate that he will break the launch codes and trigger the missile attack in exactly six hours. This is the amount of time you will have to complete your mission.

Elvin's stronghold has 32 rooms. Some of them are used as living quarters and others are computer rooms. But (here comes the strange part) our intelligence indicates this each room has a series of floors, or catwalks, which are connected by lifts. The last agent who tried to crack Elvin's stronghold gave the following report:
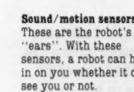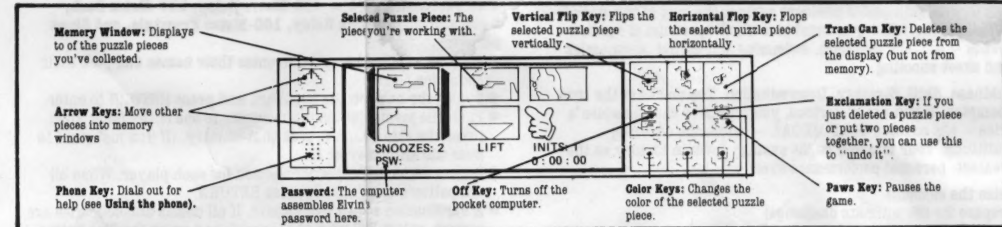
(excerpt) "I have just entered what appears to be a living room...(static)...peculiar. All of the furniture seems to on catwalks high above the floor...not sure how to get up there ...(static)...I can see a fireplace and a sofa directly over my head...how can anyone live like this? Hold it...(static)...I think a robot may have seen me...aaarrrgh!!!" (transmission terminated)

Clearly, Elvin has constructed the rooms of his stronghold in such a way that only he can navigate them easily. The floors and catwalks often end quite abruptly, dropping off into space. And, of course, they are guarded by Elvin's trusty, human-seeking robots. Devilishly clever, that Elvin.

ELVIN'S SECURITY SYSTEM

Our intelligence indicates that Elvin uses three types of codes (or passwords) in his security system. One code deactivates the robots, another operates the lifts and the third code (a password) unlocks the control room.

Now comes the REALLY strange part.

We believe that Elvin hides the passwords in his furniture.

Elvin, who is extremely absent-minded, frequently forgets the passwords for his security computer. His solution is to scatter them haphazardly around the house. You can find one of his passwords in the sofa. Or the stereo. Or the candy machine. But you must find them. Without the passwords, you will almost certainly end up like Agent 4124 (and we don't want to think about that, do we?).

Once you find the codes, using them should be relatively easy (for the most part). You should be able to log onto a security terminal as you enter each room and deactivate the robots or reset the lifts (if necessary) from there. This should present no problems. However, the control room password is another matter. Realizing the importance of this particular code, Elvin has broken it into dozens of pieces, scattering them throughout the complex. You will have to find and retrieve all of the pieces and match them up like a puzzle to form the password.

With the completed password, you can gain access to the control room where Elvin is preparing to launch the missiles. You have to stop him. Or the world is going to be terminally late for dinner tonight.

ELVIN'S ROBOTS

Height: 1.87 metres   Weight: 67 kilos
Armor type: ablative (AC – 4)   War: 5 megavolts
Weaponry: high-voltage ionic plasma generator
Energy reserves: 3.14 megajoules (estimated)
Maximum angular velocity: 1.2 megaradians/fortnight
Longitudinal velocity:
Alpha class: 2.5×10^{-8} c
Beta class: 1.2×10^{-6} c
Gamma class: 5.9×10^{-10} c
Omega class: 0 c
Photovoltaic threshold: 0.18 lumens
Entropic conversion ratio: 2.71828 ergs/nsec
Thermionic coefficient: 6.07 therms/hour

Sound/motion sensors
These are the robot's "ears". With these sensors, a robot can home in on you whether it can see you or not.

Linear induction magnet
The robots are propelled by linear induction motors embedded in the floors of the complex, and they cannot leave these surfaces.

High-voltage electrode
Projects a lethal electrical discharge approx. 6 feet.

Infra-red photocells
These are the robot's "eyes". They can detect the presence of a human body's warmth anywhere in front of the robot.

Objective

To succeed at IMPOSSIBLE MISSION you must penetrate the rooms and tunnels of Elvin's underground stronghold, avoid his robot defenders and put together his secret password. Then you can enter Elvin's control room and put a stop to his plans.

As you explore Elvin's stronghold, your pocket computer (at the bottom of the elevator screen) will display a map of the rooms and tunnels you have entered. In every room, you should conduct a search.

SEARCHING FOR CODES

Search every object or piece of furniture in the rooms for code and password puzzle pieces that you can avoid the robots). You can do this by standing directly in front of an object (sofa, desk, fireplace or whatever) and pushing the joystick forward.

The word "Searching" will appear in a box near your agent's shoulder. You will also see a horizontal bar indicating the length of time it will take to search the object. You must continue holding the joystick forward until the bar disappears. If your search is interrupted for any reason, you can go back to the object and resume searching where you left off. But if you leave the room, you'll have to start the search from the beginning.

When you have finished searching the object, one of four things will appear

Starting Play

Cassette Loading Instructions:
Press SHIFT and RUN/STOP keys together and while continuing to hold down SHIFT key press PLAY on the cassette recorder. The joystick connects to Port **2.**

Disk Loading Instructions:
Plug your joystick into **Port 2.** Turn the computer and disk drive ON. Insert your disk into the disk drive. Type LOAD "*",8,1 and press the RETURN key.

After the game is loaded, Elvin will welcome you to his underground chambers (in his nastiest, most fiendish voice). He does this as a favor, to allow you to adjust your volume. This is the last kindness Elvin will show you.

You begin play with your agent in an elevator. The display at the bottom of the screen is your pocket computer.

Controls

● **In the elevator:** Push the joystick forward or back to go up or down. Push the joystick left or right to move in either direction along the corridor. Running off the edge of the screen takes you into a room.

● **In the room:** Push the joystick left or right to run in either direction. If you press the fire button, your agent will perform a mid-air forward flip that you won't believe (this is especially useful for somersaulting over pesky robots).

● **On lifting platforms:** If you're standing on a striped lifting platform in one of the rooms, you can push the joystick forward or back to go up or down.

Game Play

above your agent's shoulder:
● The words "Nothing here".
● A picture of a sleeping robot. This represents a SNOOZE password which allows you to temporarily deactivate the robots in a room.
● A picture of a striped lifting platform with an arrow above it. This represents a LIFT INIT password which allows you to reset all of the lifting platforms in a room to their original positions.
● A puzzle piece. This is part of the password which allows entry to the control room. It will be entered into the memory of your pocket computer automatically.

USING THE SECURITY TERMINALS

You can use the SNOOZES and LIFT INITS at any security terminal. These terminals are usually located near the entrance to each room. They look like television sets with darkened screens facing toward you.

To use a security terminal, move directly in front of it and push the joystick forward. The screen of the security terminal will enlarge to fill your display. You can select one of three functions with the joystick (press the fire button when the arrow points to the function you want):

● **Reset lifting platforms.** To use this option, you must have a LIFT INIT password in your possession. (Your pocket computer displays the number of LIFT INITS you have.)

● **Temporary disable robots.** To use this option, you must have a SNOOZE password in your possession. (Your pocket computer displays the number of SNOOZES you have.)

● **Log off.**

USING THE GLOVE

● **To move the glove,** push the joystick in the desired direction.

● **To activate a function key,** "point" to it with the glove and press the joystick button.

● **To pick up a puzzle piece** in the memory window, "point" to it with the glove and press the joystick button. Then you can move it by moving the joystick.

● **To drop a copy** of the selected puzzle piece, "point" to it with the glove and press the joystick button.

● **To put back a copy** of the selected piece, position the copy directly over the selected piece and press the joystick button.

● **To find out if two pieces match,** position one piece directly over the other and press the joystick button.

SOLVING THE PUZZLES

● Some pieces are upside down or backwards (or both) when you find them, so if a piece doesn't seem to match anything, try flipping it with the function keys.

● Pieces must be the same color, or they won't match. If two pieces with different colors look like they should match, then use the color keys to change them.

● A completed puzzle looks like a computer punch card: a solid rectangle with several little holes in it.

● A completed puzzle may be upside down or backwards when you finish putting it together (you may have to flip it around before it is recognised as a solution).

● There are **four pieces** in each completed puzzle, and **nine puzzles** in the game. Each time you complete a puzzle, one letter of Elvin's password will appear at the bottom of the pocket computer screen.

● When you have all nine of the letters in the password, you can open the door to Elvin's control center and save the world.

CONTROL ROOM

The door to Elvin's control room is at the end of the blue corridor. When you have completed the password, position your agent directly in front of the door and push the joystick forward. The door will open, and you'll finally have the last laugh.

USING THE 'PHONE

When you touch the phone key on your pocket computer, it dials up the Agency's main computer (to give you some help with the puzzles). But there is a

POCKET COMPUTER

Your pocket computer is an amazing device. It allows you to play with the puzzle pieces right on the screen, twisting them around a figure out how they go together.

To activate your pocket computer, you must be **standing** in one of the elevators or corridors. Press the fire button to turn on the pocket computer. (You **can't use the pocket computer in any of the rooms.** Pressing the fire button in a room will cause you to do a somersault.)

When the computer is activated, the map of Elvin's stronghold will vanish and a white glove will appear. Use the glove to put the puzzle pieces together, forming the password that will let you enter Elvin's control room.

Have we enough pieces to solve the puzzle? The computer will look at the upper puzzle pieces in the memory window and tell you whether you've found all three of the pieces that go with it to make a puzzle.

Hang up. Hangs up the phone.

Continuing Play

You can start a new game at any time by pressing the RESTORE key. The rooms and robots will be rearranged, and the computer will generate a new set of puzzles.

Scoring

The game clock (on the pocket computer display) starts at 12:00. The game ends when the clock reaches 6:00. **Each time you fall off the bottom of the screen or get zapped by a robot or floating orb, you are penalized ten minutes.** Each time you use the phone, you are penalized two minutes. When the game ends, you are awarded points as follows:

1 point for each remaining minute on the clock.
100 points for each puzzle piece found.
100 points for each SNOOZE or LIFT INIT found.
500 points for each puzzle solved.
1000 points for completing the mission.

Hints

Here are some playing hints from the author of IMPOSSIBLE MISSION:
● Some rooms are harder than others. If a room seems too hard (presumably because you don't have any passwords to reset the lifts and turn off the robots), come back to it after you've acquired some passwords.
● Each robot has a different behaviour program. Some robots move faster than others, some of them shoot lightning bolts, and some have no sight or hearing. So watch them closely. You can often figure out what program a robot is running before you try to get past it.
● Your pocket computer will let you combine any two pieces that don't overlap, but this isn't always enough. Puzzle pieces which don't overlap may not really belong together. If you find that it's impossible to finish a partially-completed puzzle, you may have combined the wrong pieces.
● You don't have to somersault over every hole in the floor. If a gap is no wider than a lifting platform, try stepping over it. But don't let up on the joystick until you get to the other side or you'll fall.
● If you have to cross a very large chasm, you can actually have one foot in the abyss before your begin to fall. To clear a very extra distance you have to jump, wait to give you the extra distance needed to jump. If you do this just right, it will give you the extra distance needed to jump.

Well, that's all you'll get out of me. The rest is up to you. After all, saving the world isn't supposed to be easy.

IMPOSSIBLE MISSION